

Daily Scrum Meeting Minutes 8 — Sprint 6

Attendees:

Isis Gomez, Manuel Conrad, Michael Novas, Kirei Hausheer, Joaquin Prado

Start Time: 7:00 PM

End Time: 8:00 PM

Isis Gomez

How many hours have I worked since the last meeting?

3 hours

What was done since the last scrum meeting?

- Finished editing the third gameplay highlight video
- Added captions and trimmed pauses for smoother pacing
- Updated the Videos page with new descriptions and layout spacing

What is planned to be done until the next scrum meeting?

- Begin editing the final fourth video (full simulator walkthrough)
- Review all existing videos for small corrections

What are the hurdles?

- Some transitions still render differently once uploaded into Wix

Manuel Conrad

How many hours have I worked since the last meeting?

3 hours

What was done since the last scrum meeting?

- Completed final test of Threat Hunter logic
- Identified a minor audio delay in one of the video previews

What is planned to be done until the next scrum meeting?

- Assist Isis in reviewing audio syncing in videos
- Continue verifying scoring across modules

What are the hurdles?

- Slight lag occurs on the first load of Threat Hunter result screen

Michael Novas

How many hours have I worked since the last meeting?

3 hours

What was done since the last scrum meeting?

- Tested video playback on multiple browsers
- Noted slow buffering on older devices and adjusted video format recommendations

What is planned to be done until the next scrum meeting?

- Review gameplay highlight video for pacing
- Complete final mobile UI polish checklist

What are the hurdles?

- Firefox playback quality slightly lower compared to Chrome

Kirei Hausheer

How many hours have I worked since the last meeting?

3 hours

What was done since the last scrum meeting?

- Created and applied visual overlays for gameplay highlight video
- Polished card layout spacing and hover animations

What is planned to be done until the next scrum meeting?

- Assist with visuals for the final walkthrough video
- Recheck padding and spacing after video embedding

What are the hurdles?

- Aligning overlay visuals with fast scene changes is time-consuming

Joaquin Prado

How many hours have I worked since the last meeting?

3 hours

What was done since the last scrum meeting?

- Completed final batch of low-priority bug fixes
- Finished accessibility audit for all simulators and videos

What is planned to be done until the next scrum meeting?

- a final bug-free build preview
- Start final performance optimization Prepare for the Wix site

What are the hurdles?

- Minor delay in Wix preview mode during load testing